



Anniket Mohalik
Industrial Design Centre
Indian Institute of Technology Bombay

21U130008
B.Des.
Gender: Male
DOB: 02/02/2003

Examination	University	Institute	Year	CPI / %
Graduation	IIT Bombay	IIT Bombay	2025	7.77

WORK EXPERIENCES

DE Shaw & Co

Interaction Designer | Gurugram, India

May 2024 - July 2024

- Redesigned an Internal Fin-Tech product of the firm used for **data exploration, financial modeling & reporting** following the end-to-end design process.
- Conducted user research, analysed and interpreted data. Created **affinity map, user personas, user journey mapping & work models** to derive actionable insights.
- Designed **low-fidelity iterations & high-fidelity prototypes**, and performed **heuristic evaluations**. Collaborated with product managers and engineers to validate use cases and assess feasibility.

GoBlu-ev

UI/UX Designer | Melbourne, Australia

August 2023

- Designed a **responsive website** for the company ensuring a seamless experience across devices
- Added **CO2 savings counter** to promote eco-friendly transport & encourage booking electric cabs.
- Utilised prototyping tools to create **interactive wireframes and mockups**, facilitating effective communication and getting feedback during the **design process**.

Ribin

UI/UX Design Intern | Mumbai, India

July 2023 - Sept 2023

- Redesigned the **user interface** of an **experience gifting app** for a startup with **200+ vendors & 5K+** downloads, making it a more intuitive and visually appealing user experience.

RESEARCH PAPER

Graphical Passwords for Emergent Users

Published Research Paper - IndiaHCI'23

- Conducted a **systematic, lab-based, longitudinal, within-subjects, counterbalanced** study with emergent users to compare PIN-based password with Pass-faces and Celebrities passwords.
- The results are **analysed quantitatively** with various empirical tests and further analysis is done qualitatively to arrive at meaningful insights.

KEY PROJECTS

Tangible UPI Device for Older Adults

P1 - Ongoing - Interaction & product design (Under. Prof. Anirudha Joshi)

July 2024 - Present

- Developing a **digital payment device** featuring a **tangible user interface** targeted at India's **149 million** older adults, bridging the digital divide with an accessible solution for financial services.

Decision Review System for Gully Cricket

Course project - Interaction design (Under. Prof. Anirudha Joshi)

Sept 2023

- Conceptualised and designed a **DRS system** for a gully cricket app for **53+ million** individuals playing gully cricket that would enhance their playing experience.
- Performed **user research** using **contextual inquiry**, interpreted and analysed data, derived insights, created **personas, work models, created hi-fidelity prototypes & conducted heuristic evaluations**.

ATVM Redesign

Course project - Cognitive ergonomics (Under. Prof. Wricha Mishra)

August 2023

- Evaluated Mumbai local's **Automatic Ticket Vending Machine (ATVM)** user performance, focused on **usability and ergonomics** receptivity for seasoned as well as emergent users.
- Deployed evaluation methods such as **CTA, SHERPA, NASA TLX, Heuristic Evaluation, HTA & Eye Movement tracking** to assess user interactions and contextual redesign.

HCI for DHH Individuals

Research Project - Human computer interaction (Self initiated | group project)

December 2022

- Developed an intervention to improve communication between **Deaf and Hard of Hearing (DHH)** individuals & interpreters, resulting in **enhanced connectivity** in various settings.
- After interviewing over **30+ DHH learners**, I created a **user flow, fishbone diagram, empathy map, and user persona** to identify and address a problem. I created **paper and high-fidelity wireframes**.

ABOUT ME

Hello! I'm Anniket

I aim to craft designs that create impactful user experiences, constantly evolving and learning along the way.

PORTFOLIO

anniketmohalik.com

SKILLS

Core

Design Systems - Wire framing - Storyboarding - System Design - Typesetting - Identity Design - UI Design - Information Architecture - Prototyping - Data visualisation - Ideation Sprints - Design Thinking - Micro Interactions - Strategy

UX Methods

Contextual Inquiry - Affinity - Persona - Scenario - Heuristic Evaluation - Interaction flow map - Interface prototyping - Cognitive walkthrough - System evaluation - Comparative Analysis - A/B testing - Usability Testing - Statistical Analysis - Survey - Thematic Analysis - Task Analysis - Giga Mapping - Concept Sketching

Tools

Figma - Adobe XD - Adobe InDesign - Adobe Illustrator - Adobe PS - Miro - Tableau - RawGraphs - iMovies

CERTIFICATIONS

Web & Mobile UI/UX Design

by Andrei Neagoie, Udemy

Adobe Illustrator CC Training Course

by Daniel Walter Scott, Udemy

UX Design

by Aaron Lawrence, Udemy

CO-CURRICULAR

Won **Gold Medal** in General Championship IITB 23' (Film Making)

Mars Rover Team IITB (P.O.R)

Ideated, designed, tested, and executed an **official website** containing all information about the team

Institute Cultural Council (P.O.R)

Designed content for the social media of IITB Cultural official Instagram page with **5k+** followers.